Evolution of Paper Games

• *The King’s Game*, 1780
  – Designed by Helwig, Master of Pages
  – For Duke of Brunswick
  – *Chess* variant - 1,666 squares
    • Representing different terrains
  – *Units*
    • Represented infantry, cavalry, artillery
History of RPGs
RPGs rise out of Wargaming
Where do war games start?
Evolution of Paper Games

• Training games for Prussian army. First set created in 1812.
  – “Instructions for the Representation of Tactical Maneuvers under the Guise of a Wargame”
Evolution of Paper Games

- New War Game, 1824
  - Designed by Lieutenant von Reiswitz (Prussian army) for King friedrich Wilhelm III.
  - Divided game field into grid, core element of pencil and paper games to this day.
  - Used realistic military maps
    - Created scale of 1:8000
  - Chief of Staff
    - “It’s not a game at all, it’s a training for war!”
Taktisches Kriegs Spiel
Established Key Patterns

- Use of maps
- Color-coding opposing armies (typically red and blue)
- Using umpires
  - later called DMs (dungeon masters) and GMs (game masters)
- Use of uniform
- Complex rules for movement and combat.
Kriegspiel and Miniatures

• Miniature Games
  – Evolved from Kriegspiel types
Miniatures

- H.G. Well’s *Little War*, 1913
  - First set of rules published
H. G. WELLS, THE ENGLISH NOVELIST, PLAYING AN INDOOR WAR GAME

(From a Drawing by E. R. Boggs, The Illustrated London News.)

Mr. Wells has developed his game so that the country over which the campaign is to be fought is laid out in a desired manner, with the aid of branches of shrubbery as trees, with cardboard houses, walls, and walls, and a river. The players are divided into two teams, one of which is represented by white, the other by black. The game is played in the room, each team having a representative with a string, to determine which of his forces shall be used. The right hand of the white team is used for striking the black army.
Little Wars: a game for boys from twelve years of age to one hundred and fifty and for that more intelligent sort of girl who likes boys' games and books.
Board games

• First commercially published ones:
  – Checkers and Snakes and Ladders
  – In Europe, late 19th Century
Chainmail

• 1971 Lake Geneva Tactical Studies Association
• Gary Gygax modifies Perren’s rules to include medieval supplement.
Chainmail Fantasy Supplement

- Gygax penned a “Fantasy Supplement” heavily influenced by Lord of the Rings.
Chainmail Pioneered

- Armor Class
- Character Levels
- Use of Magical Spells
- Monsters
- Magical Powers
Role Playing Games

• Grew out of Chainmail

• *Dungeons & Dragons*
  – First RPG game
  – Published in 1973 by Tactical Studies Rules (TSR)
  – Designed by Dave Arneson & Gary Gygax
RPGs Contain:

- Core: Character development and survival.
RPGs are systems
RPG Characters

- **Race**: such as elf, gnome, human, etc.
- **Class**: a job such as a wizard, archer, fighter, etc.
- **Special abilities**: locked by class or race.
RPGs Have Common Stats

• Core Stats:
  – STR - Strength (affects anything requiring strength)
  – INT - Intelligence (affects ability to learn things)
  – PIE - Piety / Devotion (usually for priests)
  – VIT - Vitality / Life Force (affects HP)
  – DEX - Ability to maneuver with hands
  – AGL - Ability to maneuver with box
  – PER/CHR - Personality/Charisma
  – KAR - Also called luck
Secondary Stats

- **HP** = Hit Points (amount of damage one can take before one dies)
- **AC** = Armor Class (the relative strength of ones armor)
- **LVL** = Experience Levels: denoting how much accumulated experience the character has gained. Levels give way to new abilities, spells.
- **XP** = Experience Points: are earned through combat or quests and accumulate to gain the character Levels. Experience points LVLs. Experience Levels.
Division of RPGs
RPGs are Divided by Medium

Paper

Computer (CRPGs)

LARP (Live Action)
Paper RPGs

• **Vampire: The Masquerade**
  – Designed by Mark Rein Hagen
  – Allow player to be both gamemaster and craft experience for his/her players
LARP’s

• Live-Action Role Playing
  – Involves dozens of people
  – Acting out characters
  – Costumes
  – Occupies a physical space
• Started in the US in 1981
RPGs are divided by scale

- **Single-player RPG**
  - Controlling solo player
  - Controlling a party of characters

- **Multi-player RPG** (Balder’s Gate)
  - Two people playing solo characters

- **Massively multiplayer RPGs**
Wizardry

- 1980
- Robert Woodhead & Andrew Greenberg
- Published by Sir-tech Software
Wizardry 2 - 3

- Color added.
- Systems stay largely the same.
- Ships in box.
Wizardry 4-5, 1987

- Full screen
- “Windows” overlay becoming popular
Wizardry 6

- 3D tiled world
- Game adds dimension
Wizardry 7

• Graphics continue to improve
• Still tile based
Wizardry 8

• Full 3D world
RPGs are Divided by Difficulty

- Hard Core
- Standard
- Action
MMORPG

- Ultima Online, 1997
- Ascheron’s Call
- Everquest
- World of Warcraft
RPGs are Differented by Combat

- Real-time: action and outcome is dependent in part upon physical skill of player.
- Phased time: action and outcome are dependent upon character initiative.
  - Ex: player selects actions for all six characters. When all action is selected, combat proceeds in rounds.
- Turn-based: action happens in turns.
  - Similar to above, except done on a per character basis.
RPG vs JRPG

• Heavily influenced by western game Wizardry
• Final Fantasy
• Chrono Trigger
• Star Ocean
• Dragon Quest
JRPGs
Differences

• JRPGs primarily differ from Western RPGs in two areas:
  – Combat is predominately turn-based
  – Heavy inclusion of cut scenes
Key Franchises & People
Wizardry

- Robert Woodhead
- Andrew Greenberg
- David Bradley
- Brenda Brathwaite
Ultima

• Richard Garriott
• Raph Koster (Ultima Online)
• Doug Church (Ultima Underworld)
D&D

• Gary Gygax
• Dave Arneson
World of Warcraft

• Rob Pardo
Diablo

- David Brevik
Chrono Trigger

- Hironobu Sakaguchi
- Nobuo Uematsu (soundtrack)
Final Fantasy

- Hironobu Sakaguchi
- Nasir Gebelli